FREE!

INTO 1995 ON THE MEGADRIVE WITH

ocean®

MANCHESTER UNITED FOOTBALL CLUB ™

PUTTY
SQUAD

THE FLINTSTONES
™

ADDAMS
FAMILY VALUES ™

MEAN MACHINES SEGA

MR. NUTZ™

The world of the programmer is a misunderstood one we're sure. Let's face it, everyone imagines programmers to be pasty-faced thin blokes who have never dared to speak to a member of the female species (or anyone else to that matter), have more pus under their skin than there is custard in a Kipling filled pie, and spend half their days entering machine code and the other half making their tissue collection all crispy. Now we at MEAN MACHINES are keen to quash that rumour. Or rather were until we were shown the scenario for Ocean's forthcoming sequel to Mr Nutz.

According to Neon, the guys behind Nutz II, there is a planet inhabited solely by chickens. These clucking civilians are far more advanced than Earth birds, though, and instead of ending up basted in butter and with an onion up their arse, the intergalactic chickens busied themselves inventing cars, space ships and other such technical marvels. Until the coffee they depended on ran out, that is. After a particularly harsh winter, their coffee crop was destroyed and the lack of caffeine in their diets sent them... well, a bit mad. Actually, it sent them completely insane as before long they were invading planets in search of freeze-dried granules and the contents of Gareth Hunt's fist. Their continued quest finally brought them to the holiday world of 'Peanut Planet' and... well, look Nutz decides to fight the caffeine-starved birds and kill them, and in the meantime programmers' reputations are further soiled. But that's hardly surprising is it?

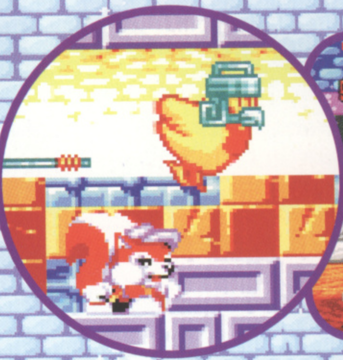
1 PLAYER

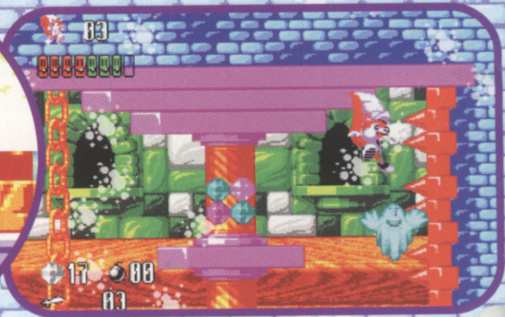
16 MEG

RELEASE	APRIL
BY	OCEAN
PRICE	TBA
GAME TYPE	PLATFORM

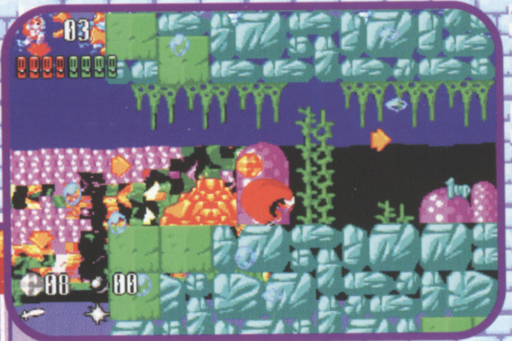
PERCENT COMPLETE

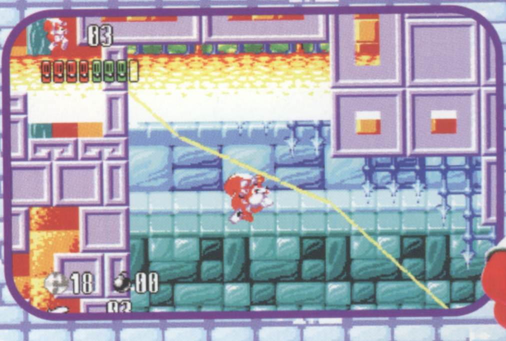
🟥🟥🟥🟥🟥🟥🟥🟥🟪🟪

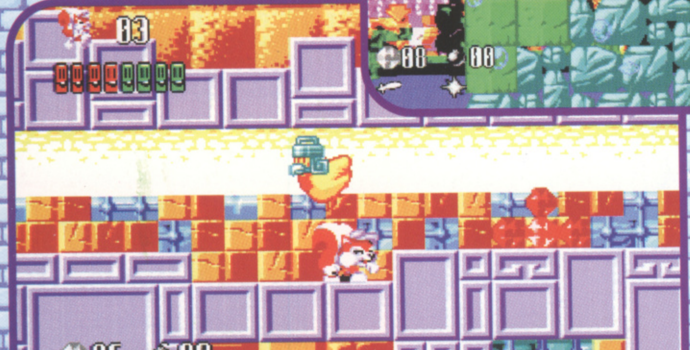




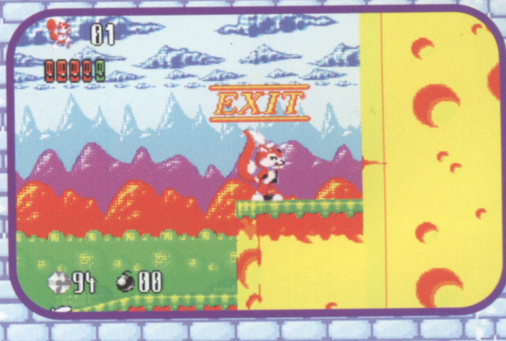
▼ *That's colourful innit? I mean, blimey it's enough to start those attack warnings again.*





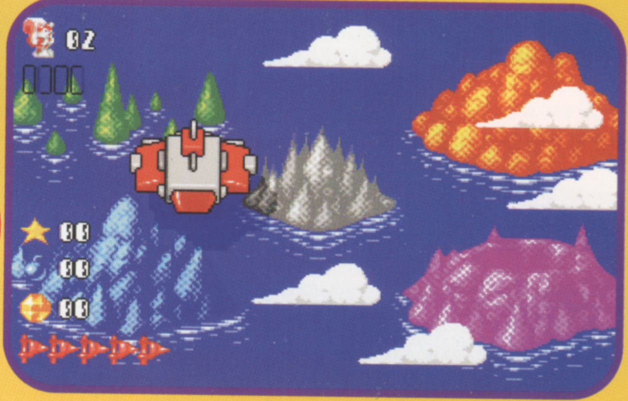


▲ *Yeah, that's right. Just bury your head. That'll make all your problems go away.*

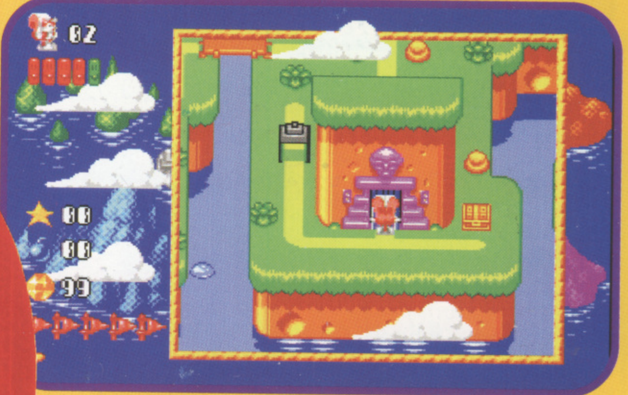


THAT IS ILLOGICAL

Mr Nutz II differs from its illustrious predecessor in that it takes a more strategic route than before. Our bushy-tailed hero begins his quest dropped onto a map of the planet which is broken up into four themed continents, and is left to make his way to the arrowed sections which indicate the start of the expected platform buffoonery. Along the way, though, the invading chickens and sieged populace offer words of advice and encouragement, whilst extra goodies appear in the form of chests containing all manner of handy devices — including bombs which prove essential for blasting obstructions off the map!



▲ *Obviously borrowed from Gerry Anderson's studios...*



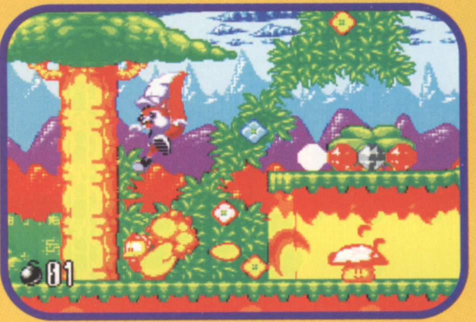
▲ *Ding dong. Avon calling...*

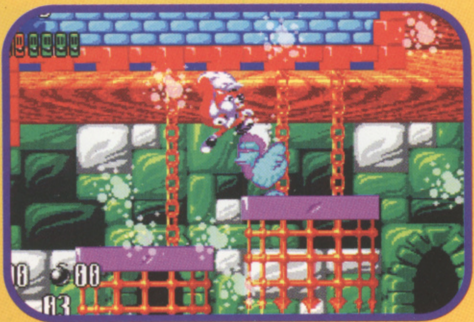
WISH YOU WERE HERE?

The holiday pleasure zone of the Peanut Planet may not be on Judith Chalmer's list of great places to visit, but Nutz would disagree. here's a guide of what to expect:

NATURE WORLD

Nutz' task begins on Nature World where bushes and fauna act as both hiding places for the chickens and spit out deadly venom. Extra goodies can found hidden within special flowers, though.



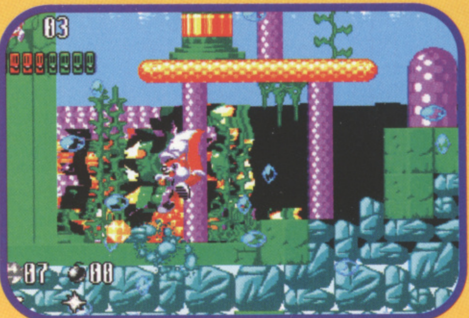


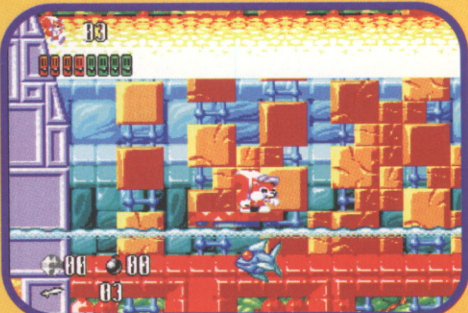
UNDERGROUND WORLD

Acid pits prove the greatest hazard here, and quick jumping is soon the order of the day. Chests and chandeliers contain much-needed extra energy and goodies, though.

WATER WORLD

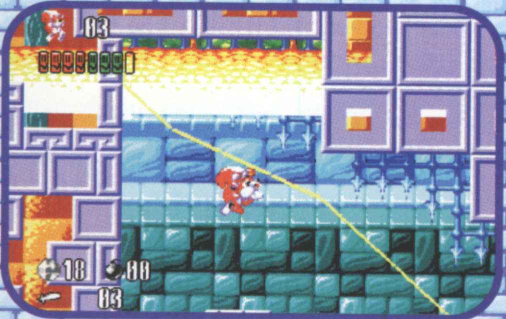
Nutz needs a pair of goggles to get through this, and currents can either sweep the squirrel to his foes or whisk him away, so use them to your advantage. This time, though, the goodies and power-ups can be found in vases and pillars.



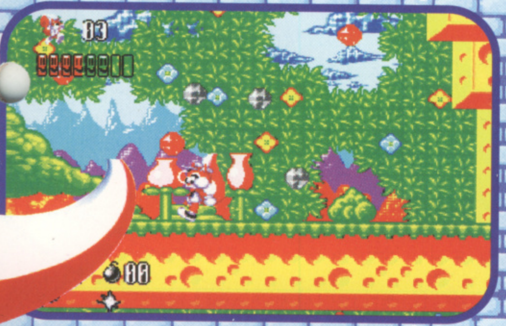


INCA WORLD

Lava is the greatest hazard here, and more volcanic danger appears in the form of fireballs and dislodged rocks. The hardest of all the stages, only the power-ups stashed within the mysterious totem poles offer any help.



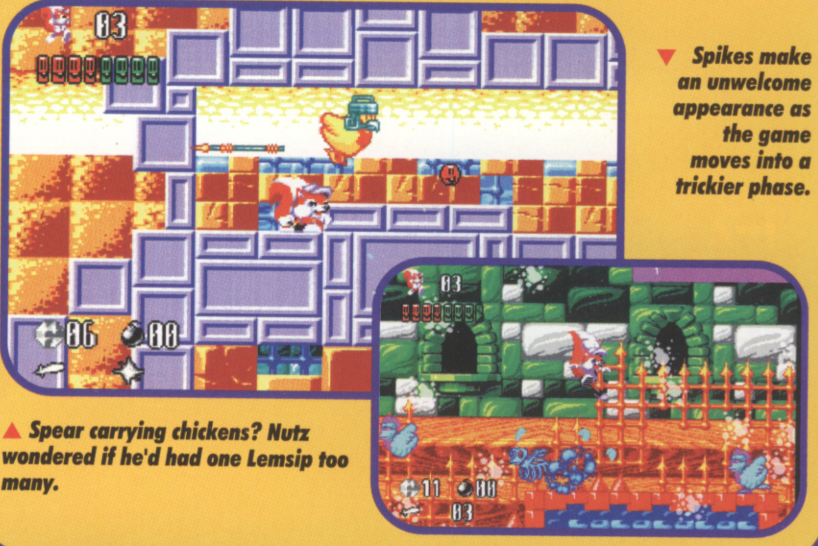
▲ *This Nutz has ballz. He's not afraid to take to the aerial runways in pursuit of his quest.*



▲ *Cheesy forests or something. Nutz 2 is way more colourful than the very colourful first outing.*

BASE-ICALLY

The Peanut Planet (look,I didn't name it) contains five bases essential to the chickens' plans for coffee domination. These bases comprise of a series of smaller areas with a number of chickens within, and larger guarded zones which are only accessible when the smaller areas have been liberated. Dispatching the clucking wingers is simply a matter of jumping on them, and each levels features a handful of the chicken guards to dispose of. However, as mentioned, the feathered foes are a little more intelligent than the norm and retaliate by lobbing rocks, swooping down at Nutz and generally attempting to remove one of his five energy bars. The cads.

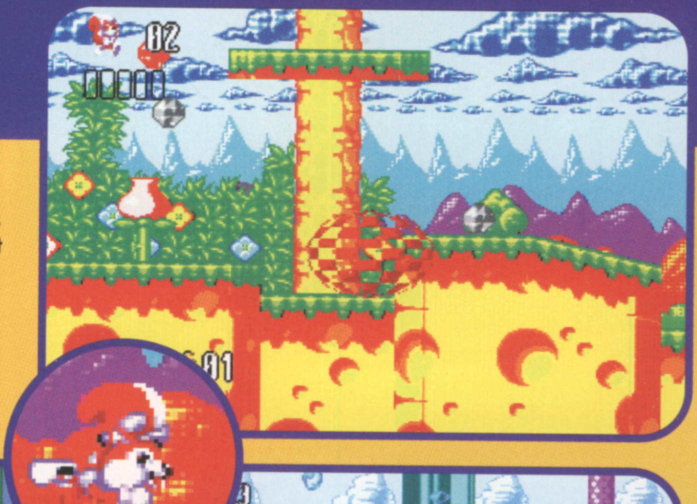


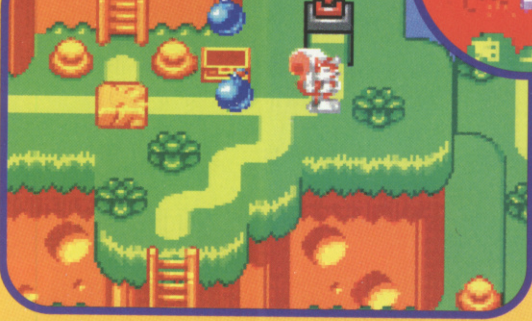
▼ *Spikes make an unwelcome appearance as the game moves into a trickier phase.*

▲ *Spear carrying chickens? Nutz wondered if he'd had one Lemsip too many.*

POWER EXTREME!

With the exception of the odd acorn to lob about, the first Mr Nutz was rather sparse in the power-up department. The sequel rectifies this, though, and each item contains an object which will prove indispensable during the stages to come. For instance, the goggles are needed during Water World, whilst a Feather endows him with flying capabilities elsewhere. Similarly, power-ups which allows our hero to kill foes by jumping at them as opposed to on them and a flash which turns him into a bolt of lightning appear later in the game. And if these weren't enough for the add-on freaks out there, all the usual invincibility devices, 1-Ups, bombs and bonus-giving gems add to the power-up quotient quite nicely.





With more cups than a bra factory, Man Utd's current form has had the likes of Jimmy Hill (OBE) comparing them to the famous 'Busby Babes' team of the 50s. Comprising multi-million players such as Eric Cantona, Ryan Giggs and Lee Sharpe, Man U are hot favourites for the Premiership this year and are also good bets for the Coca-Cola Cup and whatever silverware the FA has to offer. With this behind them, it's hardly surprising that the Mancunian software giants at Ocean have team up with Alex Ferguson's Red Devil army for a soccer game detailing their on-pitch exploits.

Offering the player control over Man Utd or any one of dozens of UK and European sides, Ocean's kickaround also allows for head-to-head, league or cup tournaments. Every aspect of the sport has apparently been recreated by the developers, Krisalis, and the game is billed as a cross between Sensi and FIFA. It'll be out some time in June, but we're here to whet your appetite.

1-2 PLAYER

16 MEG

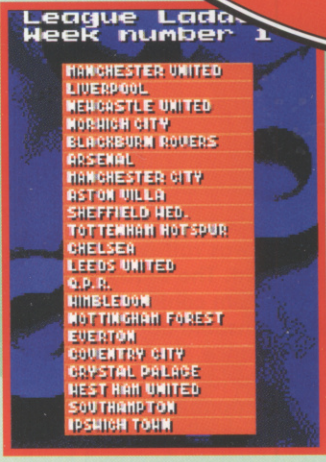
RELEASE	JUNE
BY	OCEAN
PRICE	TBA
GAME TYPE	SOCCER

PERCENT COMPLETE

🟧🟧🟧🟧🟧🟧🟦🟦🟦🟦

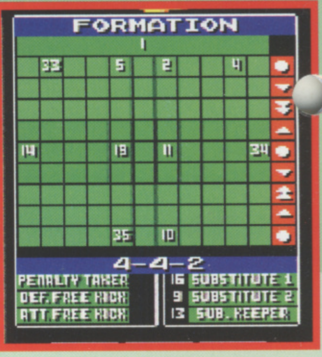
TACTICS, TACTICS, TACTICS

Man Utd offers a myriad of options before the game kicks off, allowing the player to tailor every section of the game. Having selected a team, substitutions and player info can be summoned, and one of a number of formations chosen. Similarly, from this screen the player can choose their team's kit, and decide on equally important factors such as who will take the penalties, act as captain, etc. This screen reappears between halves, too, allowing the player to rectify any major tactical errors they may have made.



League Lad
Week number 1

MANCHESTER UNITED
LIVERPOOL
NEWCASTLE UNITED
NORWICH CITY
BLACKBURN ROVERS
ARSENAL
MANCHESTER CITY
ASTON VILLA
SHEFFIELD WED.
TOTTENHAM HOTSPUR
CHELSEA
LEEDS UNITED
Q.P.R.
WIMBLEDON
NOTTINGHAM FOREST
EVERTON
COVENTRY CITY
CRYSTAL PALACE
WEST HAM UNITED
SOUTHAMPTON
IPSWICH TOWN

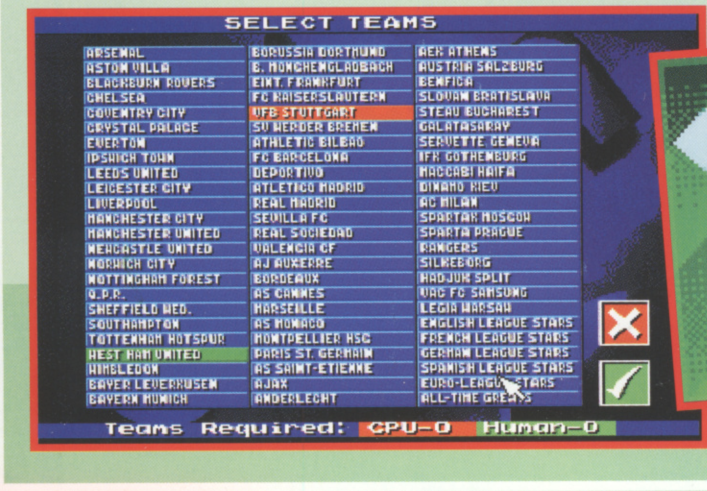


FORMATION

4-4-2

PENALTY TAKER
DEF. FREE KICK
ATT. FREE KICK

16 SUBSTITUTE 1
9 SUBSTITUTE 2
13 SUB. KEEPER



SELECT TEAMS

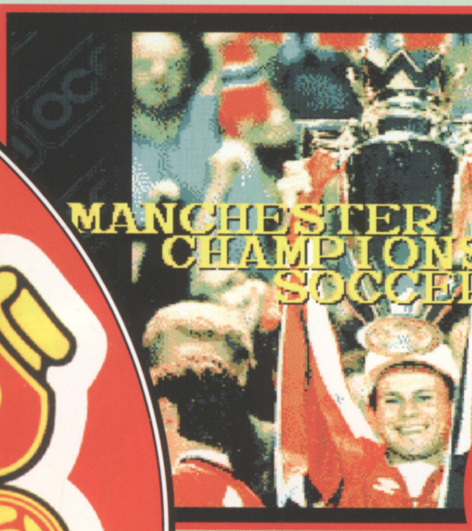
ARSENAL
ASTON VILLA
BLACKBURN ROVERS
CHELSEA
COVENTRY CITY
CRYSTAL PALACE
EVERTON
IPSWICH TOWN
LEEDS UNITED
LEICESTER CITY
LIVERPOOL
MANCHESTER CITY
MANCHESTER UNITED
NEWCASTLE UNITED
NORWICH CITY
NOTTINGHAM FOREST
Q.P.R.
SHEFFIELD WED.
SOUTHAMPTON
TOTTENHAM HOTSPUR
WEST HAM UNITED
WIMBLEDON
BAYER LEVERKUSEN
BAYERN MUNICH

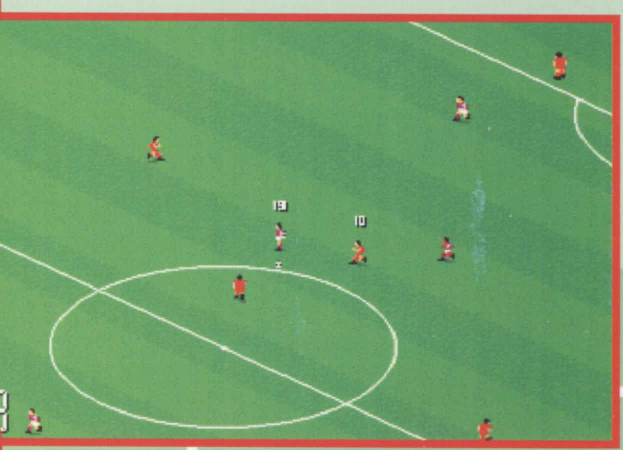
BORUSSIA DORTMUND
B. MONCHENGLADBACH
EINT. FRANKFURT
FC KAISERSLAUTERN
VFB STUTTGART
SV WERDER BREMEN
ATHLETIC BILBAO
FC BARCELONA
DEPORTIVO
ATLETICO MADRID
REAL MADRID
SEVILLA FC
REAL SOCIEDAD
VALENCIA CF
AJ AUXERRE
BORDEAUX
AS CANNES
MARSEILLE
AS MONACO
MONTPELLIER HSC
PARIS ST. GERMAIN
AS SAINT-ETIENNE
AJAX
ANDERLECHT

AEK ATHENS
AUSTRIA SALZBURG
BENFICA
SLOVAN BRATISLAVA
STEAU BUCHAREST
GALATASARAY
SERVETTE GENEVA
IFK GOTHENBURG
MACCABI HAIFA
DINAMO KIEV
AC MILAN
SPARTAK MOSCOW
SPARTA PRAGUE
RANGERS
SILKEBORG
HADJUK SPLIT
VAC FC SAMSUNG
LEGIA WARSAW
ENGLISH LEAGUE STARS
FRENCH LEAGUE STARS
GERMAN LEAGUE STARS
SPANISH LEAGUE STARS
EURO-LEAGU STARS
ALL-TIME GRE S

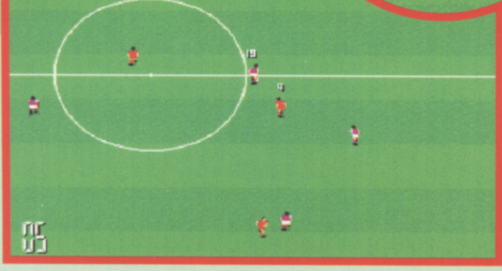
☒ ✓

Teams Required: CPU-0 Human-0





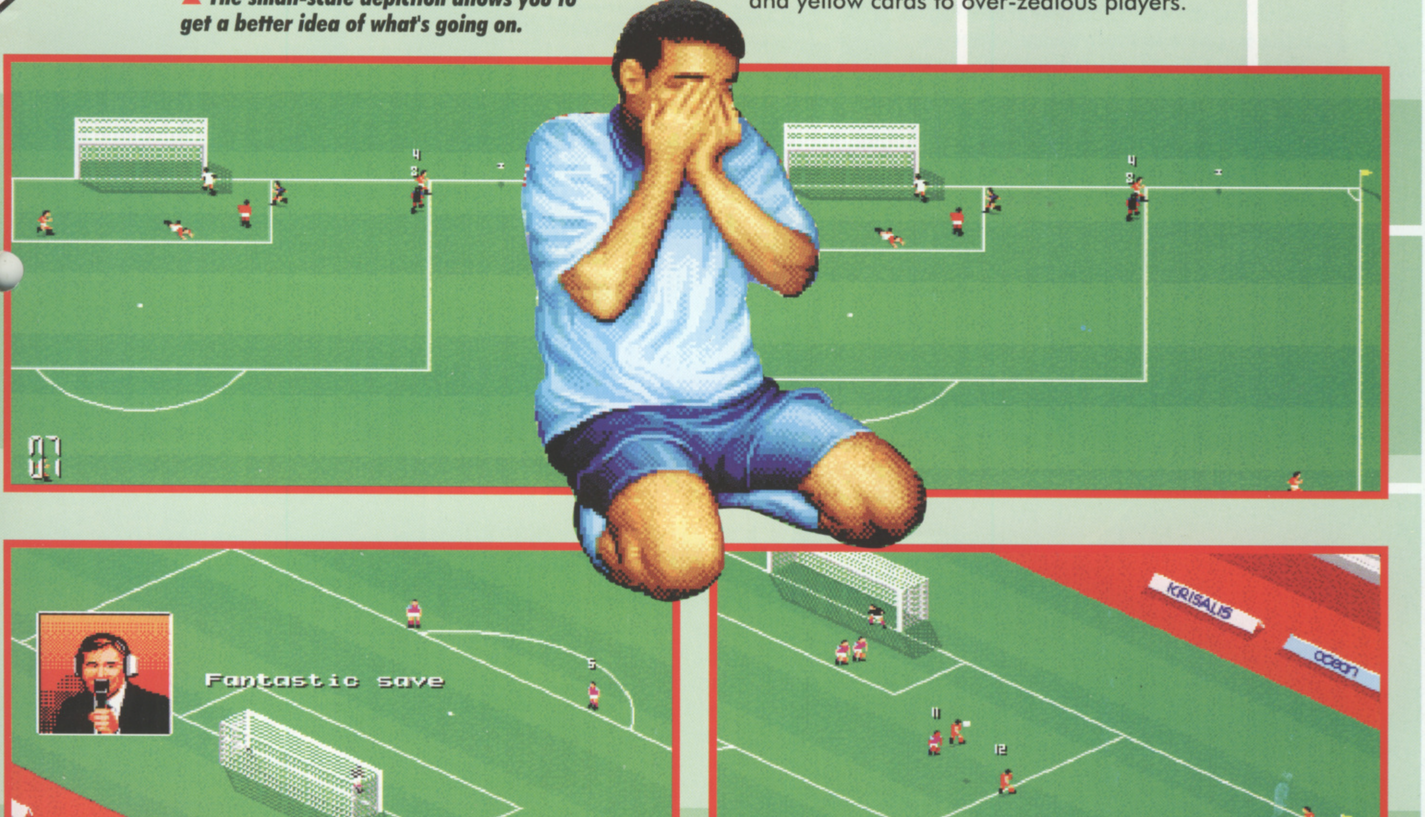
▲ ***Purple is doing the running, but does he have the midfield backing to turn it into a real chance?***



▲ ***The small-scale depiction allows you to get a better idea of what's going on.***

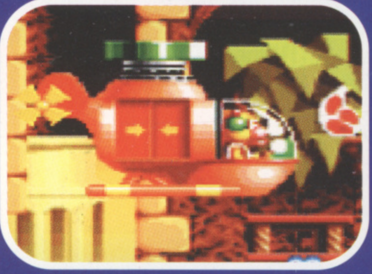
OVER 'ERE, SON

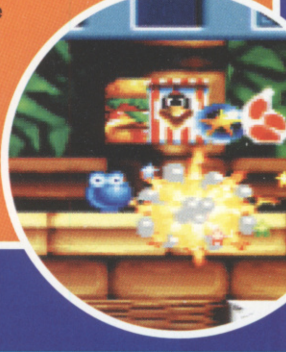
The in-game sprites are tiny and reminiscent of those seen in Sony's Sensi Soccer conversion. Krisalis have opted for a more arcade style to the proceedings with the three buttons offering pass and shooting moves, with finer touches such as headers pulled off automatically. Initially, the action is displayed using a FIFA-style isometric viewpoint, but this can be switched at any time to a traditional bird's eye view. Adding to the TV-style switching are a series of cutaways which reveal a commentator offering advice and ref dishing out red and yellow cards to over-zealous players.

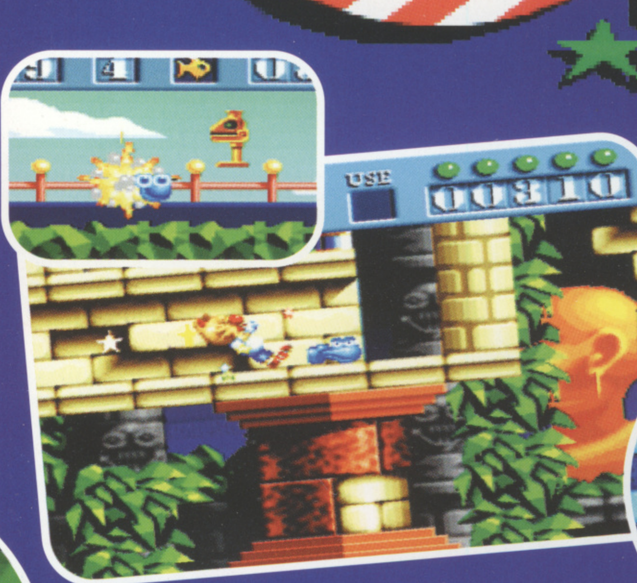

Fantastic save

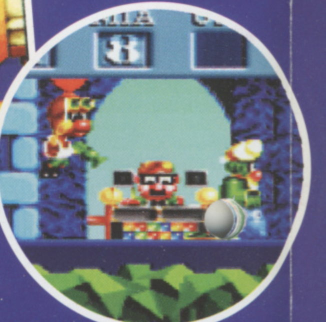
Of all the wonders of the modern world, one gleaming symbol stands head and shoulders above the excesses of the electronic and technological world — silly putty! Not quite so common place in these days of consoles and Power Rangers, a couple of years back, you couldn't have walked through any school playground without receiving a short, sharp, shock to the bonce thanks to a small unassuming lump of said putty. It was truly amazing stuff (stuff being the operative word!) capable of being rolled into a ball that would ricochet from wall, to skull, to shattered bone at super sonic speeds. But that's not the end of the story, in addition to its amazing powers of bounciness, silly putty could also remove the print from newspapers. Wow! Um, yes — gulp! Still be prepared for the resurgence of silly putty, not in its general horseplay form, but rather as the star of a brand new platform puzzler from — you guessed it — Ocean. Originally developed for the Super NES, and then superseded by the Amiga, it's a new dawn of putty-mania on the Megadrive.

After twenty years of war with the evil forces of Wizard Scatterfish, the kingdom of Putty has pulled out of Klud City, run by evil mouse-munching, canned-food-eating puppy dogs. Armed to the teeth they have plundered the silly putty civilisation for all it's worth, hypnotising the locals to honour their every whim and command. But reports have reached the central putty committee of Putty soldiers and civilians still missing in action, and with photographic evidence they decide to send in Super Putty to rescue the innocents. You represent the the final and most elite of all Putty warriors, the only one who can reach them and guide them back to safety. It's a tough job, but somebody's gotta do it!









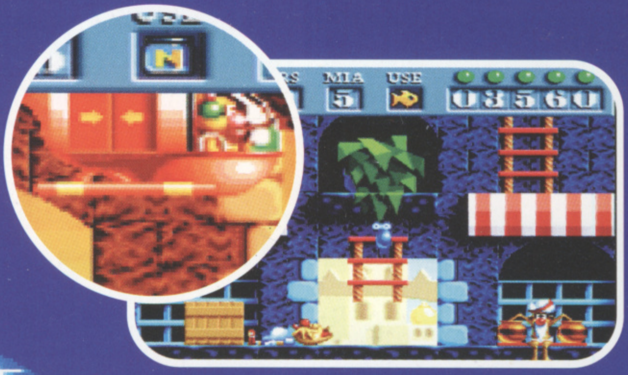
▲ *Whilst the clown checks just what it is he's stepped in, Putty escapes...*

1 PLAYER	RELEASE	TBA
16 MEG	BY	OCEAN
	PRICE	TBA
	GAME TYPE	PLATFORM PUZZLER

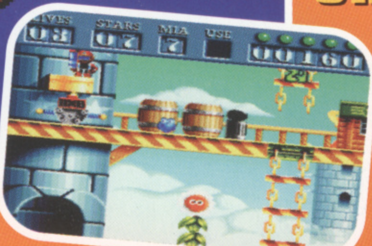
PERCENT COMPLETE

I LIKE TO MOVE IT, MOVE IT!

In a platform world, having a malleable body ain't such a bad thing. Your body is perfectly adapted to all of the requirements of jumping, bouncing, and taking the odd knock or three. Your default means of movement is by using the underside of your rounded body to create a rippling pattern. But in case of needing to get somewhere pronto, Putty has the elasticity to stretch forwards, resulting in the rest of his body being catapulted to catch up — the elasticity is also a vital function for climbing up platforms and stairs. However, in case of real emergency, Putty can inflate himself to rise above the danger, but only at the cost of his life meter decreasing while in-flight. Add to these abilities his penchant for transmogifying into a solid fist — and there you have it the all walking, all talking Putty warrior.

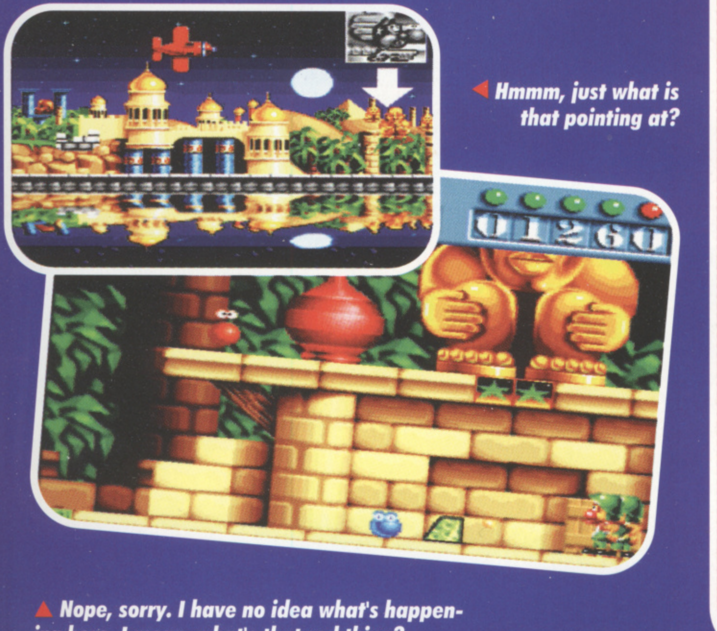


▲ *Oh yeah, so just how do you climb a ladder without any legs...*



UN-POP-ULAR

Those darned pups get everywhere and they don't come in just one size. The Grunt Pups are easily dealt with owing to their lack of intelligence and weaponry. But once you start to cross the path of the Mortar Pups — who have a delightful habit of launching mortars at Putty for as long as he remains in range —, and the Balloon Pups — whose task in life is to float just out of arms reach and fire lasers at you —, Putty is going to need all of the help and assistance he can muster.

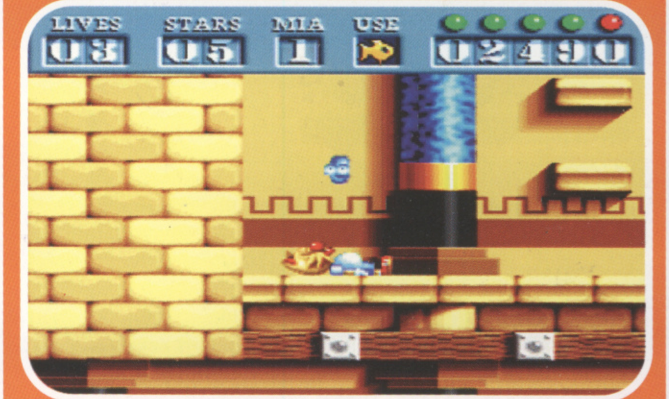


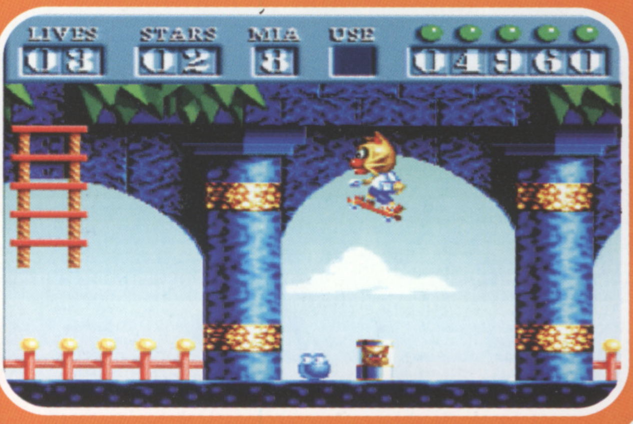
◀ *Hmmm, just what is that pointing at?*

▲ *Nope, sorry. I have no idea what's happening here. I mean, what's that red thing?*

SUPER, SMASHING, CRATE!

Confronting enemy pussy cats at every turn may seem like an impossible mission, but thanks to the boys back at base, some crates of supplies have been dropped by parachute into the danger zone. These crates can contain anything from hamburgers, to nitroglycerine (for homemade bombs), to cans of cat food to trap cats, to a spaceship that allows you to explore outer regions. Essentially however, Putty must keep his eyes peeled for stars which act as mini defence shields from the enemy, and the occasional spinning robot that if nabbed, provides a very welcome extra life.



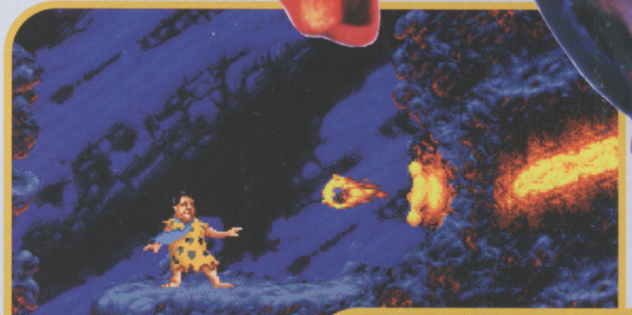


Yabbadabbadoo! Yes, prehistoric surburbia and all its odd dino-related quirks are soon to make the transition to the Megadrive as Ocean unveil their platform-based interpretation of last year's Flintstones movie. Developed by Ocean's US programming chaps, the coding team have taken the film's everday plot of company betrayal, bowling and simple-minded folk and wound it into an eight-way-scrolling platform epic starring Fred Flintstone himself.

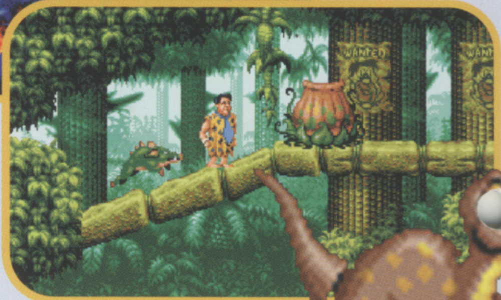
The scenario starts right at the end of the film, with the evil Cliff Vandercave holding Pebbles and Bambam hostage as he attempts to flee the financial 'irregularities' he has caused. Fred is on the case, and the path to Cliff spans seven stages broken up into several smaller sub-stages. All manner of strange reptilian creatures and energy-sapping natual hazards stand in our tiger-skinned hero's way (well this is the end of the Cretaceous peroid, after all), and only perseverance and a rapid aquisition of the jumping and running skills not normally associated with the 'plump' caveman will see him through. Wilmaaaaaaa!

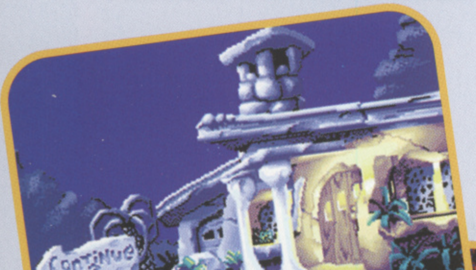
1 PLAYER	RELEASE	JUNE
	BY	OCEAN
16 MEG	PRICE	TBA
	GAME TYPE	PLATFORMER

PERCENT COMPLETE

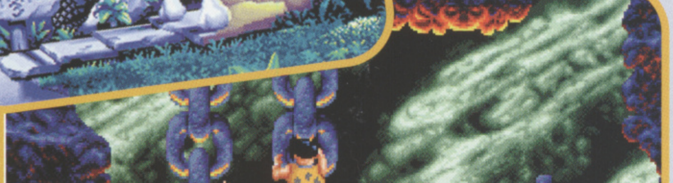


▲ ***The reason prehistoric man became extinct: the stupid pillocks thought they could nut rocks...***



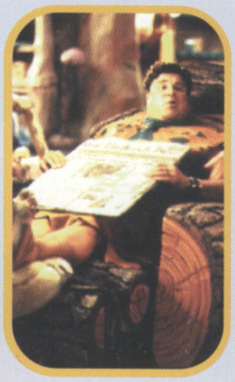


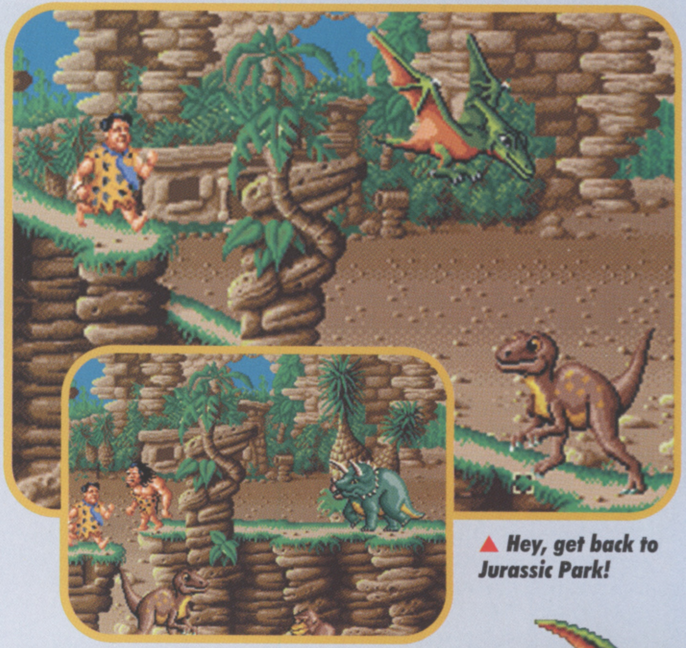
▼ ***Brings new meaning to the phrase pulling the chain.***



D'OK FRED!

Each of the game's stages are large affairs which span some eighty screens in total. In addition to the customary platforms and baddies, the programmers have added extra little touches such as seesaws which require something a counter-weight if Fred is to use them, a driving sequence where Fred has to bounce Bambam and Pebbles on his roof to safety through the busy streets of Bedrock, and intelligent baddies lob rocks. UIP, the company responsible for the film, have proved extremely helpful throughout the game's development, and the team were given full use of the script and stills in order to make the game look as close as possible. As such, during the course of the game, most of the characters make cameo appearances at one stage or another, either as sprites or interludes.



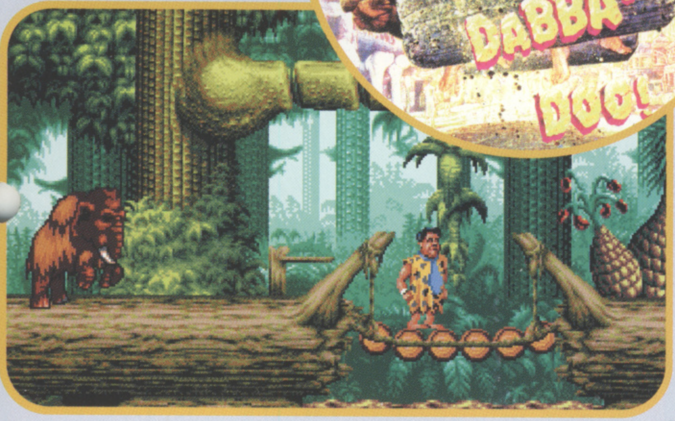


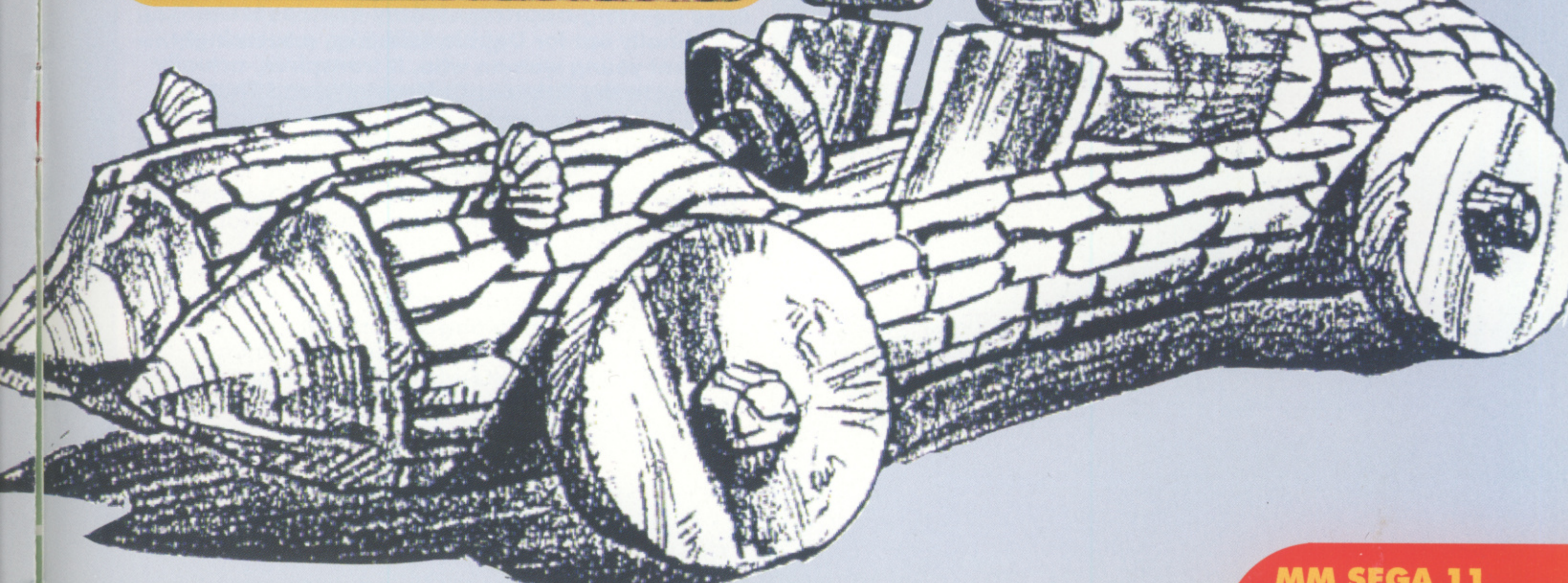
▲ *Hey, get back to Jurassic Park!*

YABBA-
DABBA-
DOO!

LEVEL-HEADED

Before Fred can enter the final quarry stage where Cliff is holding the kids, Fred must make his way through a series of stone age stages. The game starts with Fred sliding down the tail of a dinosaur crane (mimicking the start of the cartoon) where he is duly attacked by dinosaurs, cavemen and the like. Thankfully, our hero isn't totally unarmed and whilst the traditional bum bouncing doesn't work this time round, his trusty bowling ball is always on hand. Pressing the A button sends Fred into one of his famed tipy-toed launches, with any oncoming foes scattered like nine-pins. If this fails, though, Fred can always bottle the encounter by scaling a nearby rope of chain or by clambering up a cliff edge — in true Flashback style! This basic pattern is repated throughout the game, with the quarry giving way to a tropical jungle (complete with rampaging Triceratops!), a volcanic underworld, and Bedrock Town centre — which gives Fred the chance to show off his driving skills again.

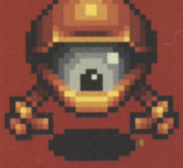


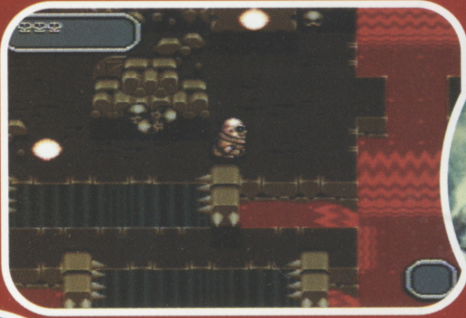


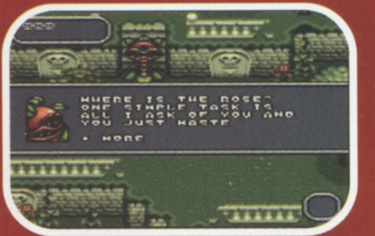
ADD
FAMILY

A Whilst Creepy, kooky, mysterious and spooky are indeed four ways to describe the oddball members of the Addams Family, versatile also springs to mind. With Gomez having shown his leaping and running skills in Ocean's first stab at an Addams game, it is his older bother — the pasty-faced Uncle Fester — who takes star billing in this RPG-based sequel in which the latest heir to the Addams throne, Pubert, has been stolen away. Yep, not content with giving Mario a run for his money in the platform stakes with the first game, they're now looking to go head-to-head with the likes of Zelda and Soleil with a game featuring more hidden passages than a dozen James Bond films. This change of pace for the Mancunian chaps also gives them a chance to add to what can be a potentially dull genre by lifting aspects from the film's OTT humour — including some very odd objects to help Fester in his quest for his kidnapped nephew.

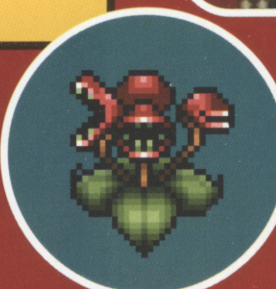
Who needs Orcs and Warlocks when you have a master of dark spirits like Fester? Ol' Chrome Dome is a whizz when it comes to chemistry and spells, and these prove particularly useful when it comes to getting to grips with the nastier inhabitants of the Addams' locale. Similarly, as he patrols the eight-way-scrolling play area in search of clues to the tot's whereabouts, powerful weapons and the like also come into play. Even with all the family on hand to offer help and advice, Fester's task is still a long and unenviable one. Best let him get on with it then...







WHERE IS THE ROSE?
ONE SIMPLE TASK IS
ALL I ASK OF YOU AND
YOU JUST WASTE
• MORE



I PLAYER	RELEASE	TBA
	BY	OCEAN
16 MEG	PRICE	TBA
	GAME TYPE	RPG

PERCENT COMPLETE

🟧🟧🟧🟧🟧🟧🟦🟦🟦🟦

CARA MIA!

Addams Family Value the film saw the arrival of a new addition to the family, Pubert, and Morticia and Gomez scouting for a nanny to look after him. After rejecting a variety of Mary Poppins lookalike, they finally opt for Debbie Jellinsky, a seemingly innocent young woman who, it transpires, actually belongs to the Rebecca DeMornay 'Hand That Rocks The Cradle' school of deranged care assistants. Working out that the Addams are worth a few quid, Jellinsky duly hoodwinks Fester into marrying her before trying to bump him off for the insurance. When this fails, she resorts to kidnapping young Pubert and holding him to ransom. Needless to say, Fester's to the rescue. And this is where Ocean's RPG comes into play. Picking up the story from the kidnap onwards, the player takes control of Fester as he scours the play area for clues to the youngster's whereabouts — but, be warned, it's a sprawling place and the kid could be a teenager before he's freed!

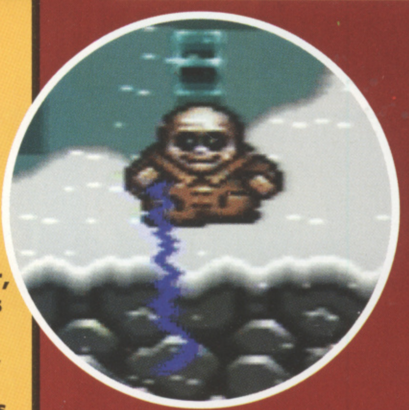
DAMS VALUES

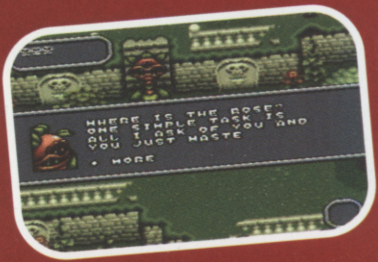
DON'T TORTURE YOURSELF

Addams Family Values takes places across a series of scrolling stages, with Fester and his many foes viewed from above. Fester himself is a suitably squat and plump chap, and his rescue mission starts in the house's large garden before moving into a series of crypts and decrepit buildings. It's not all plain sailing, though, and several parts of the landscape are locked away and cannot be entered until the correct key or device has been retrieved. This makes for a progressive adventure which gets rapidly harder as Fester gets to grips with combining objects to gain entry to areas.

TORCHY, TORCHY - THE BATTERY BOY

Whilst the celluloid version of Fester is a relatively docile chap, the game arms him with a succession of weapons with which to fend off enemy attacks. Initially, Fester is armed with a bolt of lightning which singes the rear of anything nearby. However, constant use depletes the spell's power and, unless more power is collected, the lightning eventually dwindles to a farty little spark. Conversely, though, other combinations of spells allow our hero to upgrade his armaments to extra-powerful red bolts which are twice as devastating.

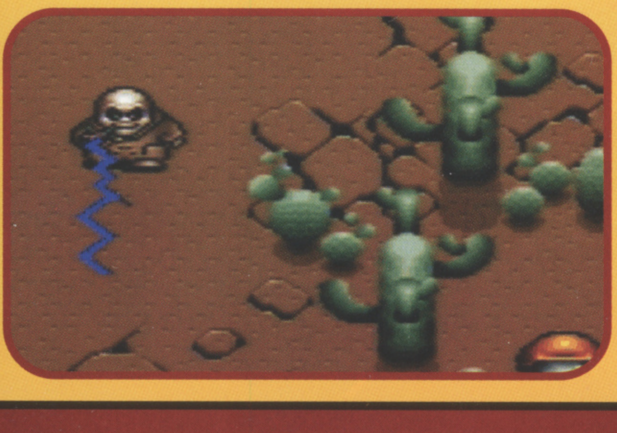


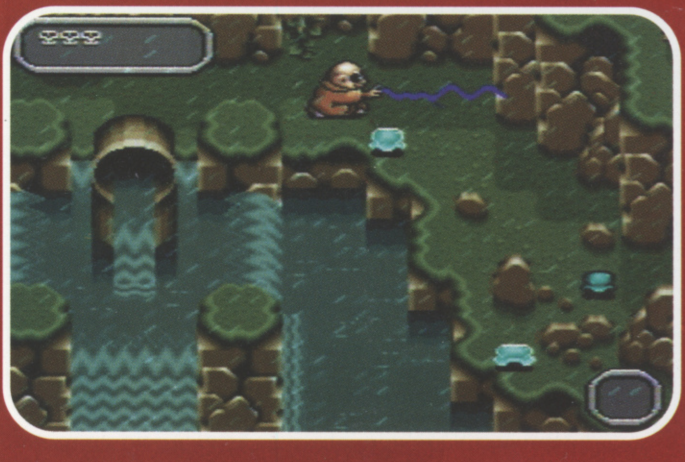


WHERE IS THE ROSE?
ONE SIMPLE TASK IS
ALL I ASK OF YOU AND
YOU JUST WASTE

• MORE

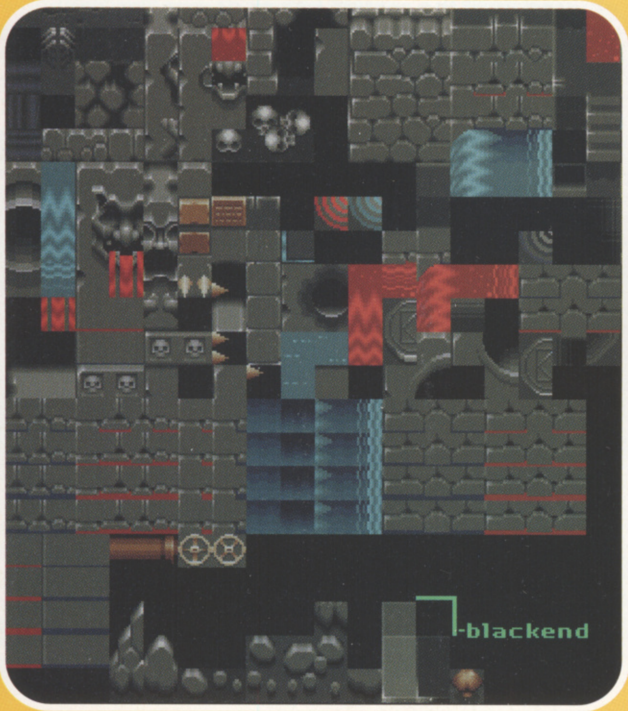
▲ *Conversing with the dead — Fester style! Bring a spade next time!*





PIECE, MAN

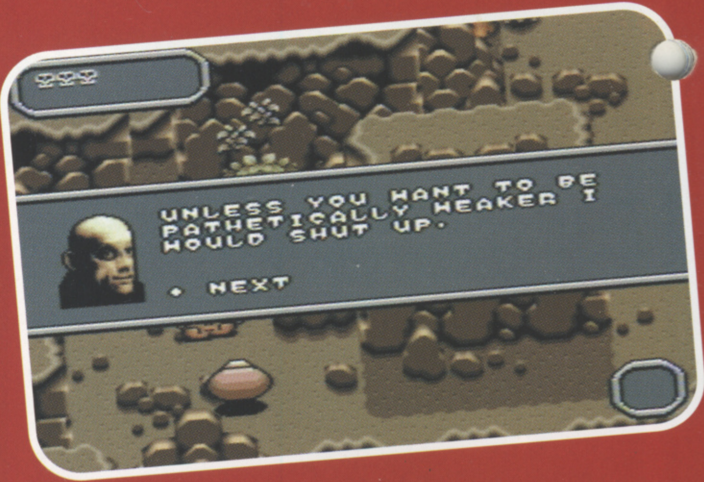
Piecing together a game as large as Addams Family Values is a logistical nightmare, but the programmers have come up with a way to simplify things. Each part of a stage — paths, grass, lava, etc — exists as a small tile graphic, and these are pieced together like a pixilated jigsaw and the levels built from that. Thankfully, this task is made easier in the game's conversion to the Megadrive, as the game will feature stages ported directly from the Super NES game, meaning it's just a matter of copying them over lock, stock and barrel.



▲ *Hello, good evening and welcome to Super Market Sweep...*

SOGGY BISCUIT

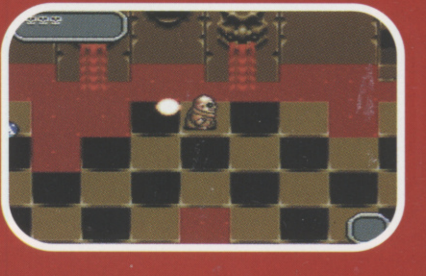
Let's face it: Uncle Fester is a bit of a bloater. A lard-based diet has taken its toll, and quite frankly if he didn't fancy walking somewhere he could probably roll just as easily. As such, his high metabolism means he must be continually fed — with cookies forming the basis of his diet. Of course, this being an ooky, kooky game, not any old cookies will do and Fester insists on Granny's home-made Beetle cookies, which are guaranteed to refill even the lowest of energy bars. Granny can be found in the house at any point during the game and must be constantly baking as the insect-filled snacks are constantly on offer.

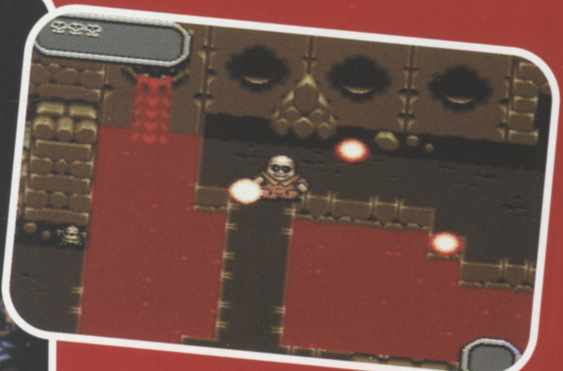


UNLESS YOU WANT TO BE PATHETICALLY WEAKER I WOULD SHUT UP.

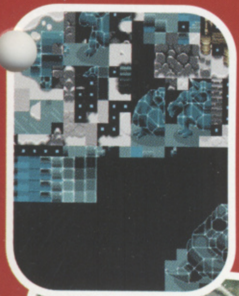
• NEXT

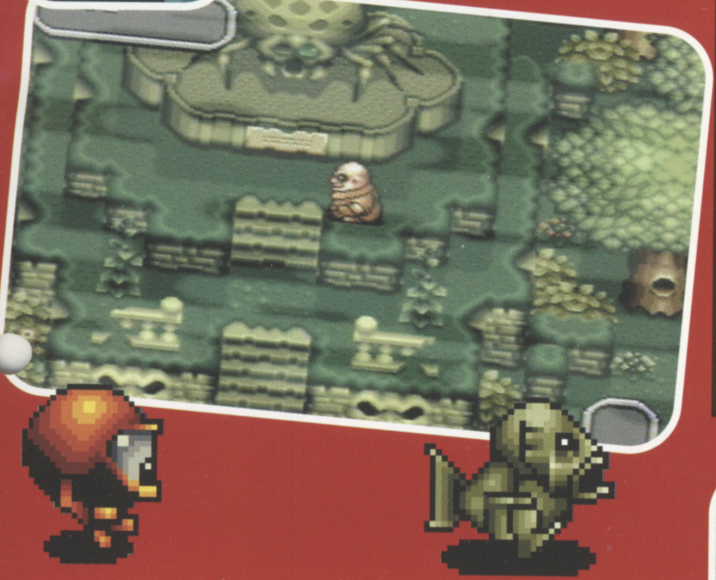
▲ *This interface is used when collecting or using objects. Blimey, a helpful caption. I think I'll go lie down...*





▲ *Hey, Fester, I don't want to worry you, but yer hand's on fire...*





IT'S BEHIND YOOOOOOOOU!

Everything in AFV is dangerous. For some reason the odd critters which have lived in Chez Addams for so long have forgotten who Fester is and see him as an enemy. As such, attack comes from every corner with mad pot plants, mini demons, skeletons and ghosts chasing our rotund rescuer in an attempt to sap the skulls which act as his energy bar. It's not just the inhabitants who prove nasty, though, as the area is laden with traps which range from lava pits to a huge Raiders Of The Lost Ark-style balls which squashes anything in its way.

ALL FOR ONE AND ONE FOR ALL

The rest of the family muck in to help retrieve Pubert, too, and Gomez, Wednesday and co all make cameo appearances throughout the course of the game, offering handy titbits of advice and even the odd pressie to aid Fester's course. As the game gets tougher, Ocean have made things harder and the family's help becomes rarer — but keep an eye out for Gomez who has a rather handy books of maps which will prove essential when scouring the grounds.

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